

What are Martians ?

Well now that the basic lists are composed (recommended) , here are the notes to give the Martian Armies distinct characteristics.

These are just notes and ideas and may not cover all the possibilities presented by different authors (genre). Feel free to make comments and suggestions for additional ideas.

The multi-armed Martians (more than two arms) would have an advantage in Melees.

- A. For melee purposes count all Martian castings on a stand as two. Double the number of fighting men but they count the exact number of castings for casualty purposes.
- B. Martians armed with firearms without bayonets are also considered armed with a spear or sword and shield.

The multi-legged (6 or 8 legs not four) native Martian animals and mounts have certain advantages.

- C. Cavalry mounted on these animals move at Light Cavalry speed but fight as if Cavalry rated animals. They can be mounted 2 or 3 castings per stand.
- D. These native mounts are unaffected by terrain. They do not take minuses for crossing rough or other difficult terrain.
- E. All artillery drawn by these draft animals move at Light Artillery speed whether than are Medium or Heavy guns.

Well now to an issue that needs to be addressed.

The Determining of Initiative Value which will determine the order of actions by any particular unit.

I do not think that anybody got the final version because I had not decided on it yet. What most of you got was the first system when all types of units Aviation, vehicle and other conducted actions at the same time.

The final version had THREE different Activities Phases. AVIATION = first then Foot-Cavalry-artillery = second and finally Vehicles = Last.

In the version that you got, there was a high chance of ties (same values) because I had not added the modifiers that we have been using.

The Initiative Value is determined by Regiment, so not all units in a Brigade will function at the same time.

1. Add the Value of each Company in a Regiment + attached artillery.

Determine the Initiative Value of a company. Use this formula: $IV = \text{Troop Type} + \text{MMG} - 1$ if native trained.

2.OR Use MMG (-1 if native trained or skirmish) + Troop type then Multiply the number by the total number of stands of that type. Add to this number the troop type value for each artillery section attached to the Regiment.